A REVOLUTION OF GAMES

50+ songs with online gameplay and downloadable songs via Xbox Live®

70+ songs, cool new modes and robust Xbox Live® support

Includes 10 original Motown classics and Xbox Live® support

50 Songs with downloadable songs via Xbox Live® PLUS new Sing & Dance mode

PRODUCTS RANGE FROM EVERYONE TO EVERYONE 10+

E - E 10+

Mild Lyrics
Suggestive Themes

CONTENT RATED BY **ESRB**

Game Experience May Change During Online Play

XBOX

LIVE ONLINE ENABLED

Dance Dance Revolution ULTRAMIX 4

EVERYONE 10+

E 10+

CONTENT RATED BY **ESRB**

KONAMI

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms--children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Table of Contents

Introduction

Thank you for purchasing Konami's **DANCE DANCE REVOLUTION ULTRAMIX® 4**. For best results, we recommend that you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DANCE DANCE REVOLUTION ULTRAMIX® 4. is an original game product created by KONAMI CORPORATION and Konami Digital Entertainment, Inc. The parties reserve, jointly or individually, the copyrights and other intellectual property rights with respect to this game product. This product is licensed for private, non-commerical use only. Any other use is strictly prohibited without the expressed, written permission of Konami Digital Entertainment, Inc.

Connecting to Xbox Live®

Take DANCE DANCE REVOLUTION ULTRAMIX 4 Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable DANCE DANCE REVOLUTION ULTRAMIX 4 Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new songs, online competition and internet ranking) to your Xbox console.

Connecting

Before you can play **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** online, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see **www.xbox.com/connect**.

Using the Controller

Controller S controller

Left trigger ———————

Right trigger

Left Thumbstick ———————

BACK button
START button

Directional pad

Y button
B button
X button
A button
Black button
White button

Right Thumbstick

1. Insert the Xbox® Controller into any controller port of the Xbox® console. For multiple players, insert additional controllers.
2. Insert and peripherals (for example, Xbox® Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox® Controller to play **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**.

Basic Game Controls

Directional buttons . . . . These buttons control up, down, left and right movements
Y button . . . . Up
B button . . . . Right / Cancel Selection
A button . . . . Down / Confirm Selection
X button . . . . Left
L, **R** triggers . . . . These buttons are used in EDIT MODE. See page 28 for EDIT MODE details
◁ button . . . . Cancel
▷ button . . . . Start Game
Press and hold **▷** or **◁** button . . Ends the current round and returns to the previous menu.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

Using the Dance Dance Revolution® Controller

⚠ CAUTIONS (PLEASE READ BEFORE PLAYING) ⚠

• Please read the manual included with the DDR Controller in addition to this manual before use.

• The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.

• Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.

• Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.

• Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.

• The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.

• Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.

• Keep the DDR Controller away from open flame and other heat sources.

• Do not use the DDR Controller on a wet surface.

• Small children should be monitored at all times when using the DDR Controller.

• The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.

• If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.

• When the DDR Controller is not in use, it should be removed from the playing area and stored properly.

• The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.

• Audio and video disruptions may occur during gameplay due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.

• Please do not play the game at times when the noise or vibrations may disturb your neighbors.

Using the Dance Dance Revolution® Controller

BACK button: Cancel

START button: Start Game

B button: Confirm Selection

A button: Confirm Selection

Directional Arrows ⬆,⬇,⬅,➡:
Step on the arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

Press and hold START or BACK:
Resets the current game and returns to the previous menu.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to other sections in this instruction manual for more information.

How to Play

DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4) is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the Dance Dance Revolution® Controller that correspond to the arrow(s) that appear on-screen. The correct dance arrow must be pressed when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen.

Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

TIP: Listen to the music as you play and press the arrows to the rhythm of the beat.

TIP: Keep an eye on the bottom of the screen with navigating menus. Controller options will continually scroll through the navigation bar at the bottom of the screen.

Gameplay Screen

DANCE GAUGE

MODE DISPLAY

STEP ZONE

FREEZE ARROWS

COMBO COUNTER

ARROWS

SCORE   PLAYER DISPLAY
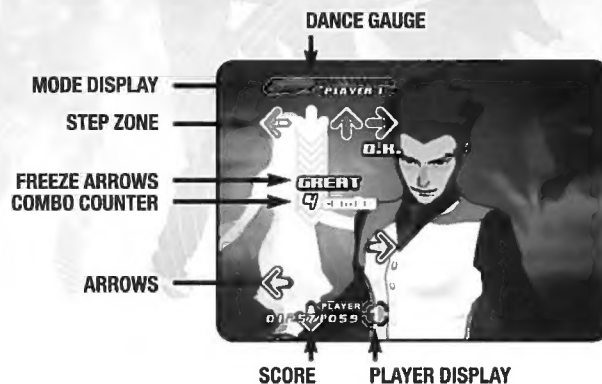
Starting the Game

After the introductory logos are displayed, the Title Screen will appear. Press the Ⓐ button or the Ⓞ button to begin. If you are playing **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** for the first time, you will automatically go to the BASIC EDITION screen. From here you may select HOW TO PLAY, a tutorial mode, or MASTER EDITION, the main menu screen. If you complete all 11 stages of the HOW TO PLAY tutorial, you unlock LESSON MODE, a 22-stage tutorial that teaches more advanced playing techniques. Completing LESSON MODE unlocks GAME MODE LITE, a simplified version of GAME MODE in MASTER EDITION. In GAME MODE LITE you can only play in Single style, and the only available difficulties are Basic and Beginner.

MASTER EDITION is the main game menu. From here you can select from GAME MODE, PARTY MODE, QUEST MODE, WORKOUT MODE, CHALLENGE MODE, Xbox Live®, TRAINING MODE, EDIT MODE, JUKEBOX MODE, RECORDS, or OPTIONS. Selecting BASIC EDITION takes you back to the MODE SELECT screen, where you may opt to view the tutorial again. On second and subsequent games of **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**, pressing the Ⓐ button or the Ⓞ button at the title screen takes you automatically to the MASTER EDITION menu. Confirm all selections with the Ⓐ button or the Ⓞ button.

Note: There are many different songs in DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4). Some songs cannot be played until specific mission targets are cleared. Do your best and try to unlock them all!

GAME MODE: This is the main mode for **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** and is similar in style of play and difficulty to the arcade versions of the game.

PARTY MODE: This mode allows players to play with and compete against their friends. Choose from:
- Attack Mode: A head-to-head competition in which individual directional arrow combos attack or defend against your opponent.
- Bomb Mode: A 2-4 player competition to try and blow up your opponent.
- Sync Mode: A 2-4 player mode in which all the players must Sync their steps perfectly — one Good step or lower by anyone and the round is over.
- Triple Mode: A 1 player mode where each song uses 3 dance pads or play with friends.
- Quad Mode: A 1 player mode where each song uses 4 dance pads or play with friends.
- Point Battle: A head-to-head competition based on step accuracy.
- Score Battle: A high score competition involving 2-4 players simultaneously.
- Speed Mode: Up to four players can race to clear all the arrows first or before the song ends.
- Power Mode: Up to four players test their endurance by playing an extended song mix.

- Relay Mode: A cooperative mode for up to four players! Take turns dancing during a single song and keep the dance gauge up till the end of the song.

QUEST MODE: Take your skills on the tour in Dance City to become the ultimate dancer! Take control of Streets and Clubs with your dancing skills to work your way into Dance City's elite!

WORKOUT MODE: Configure your workout profile and check your progress by entering WORKOUT MODE. This mode adds fitness goals while counting the number of calories consumed during play. You can also track your results over a period of time. Once you enable WORKOUT MODE the game will track burned calories no matter what you are playing.

CHALLENGE MODE: Test your skills by completing specific challenges in preset songs. CHALLENGE MODE is a great way to push your dancing skills to the limit!

XBOX LIVE®: Go online with Xbox Live® to play with friends, compare scores with people around the country as well as upload and download user-edited step data. Earn the highest ranking online and prove to the world that you are the best! You also purchase additional songs for **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** and expand your music collection.

TRAINING MODE: Having trouble mastering a particular song? Can't quite learn a tricky step? TRAINING MODE is the perfect place to practice difficult songs.

EDIT MODE: Modify an existing routine, or create a new one — the choice is yours! Save your custom step-chart and play it later, or upload it to Xbox Live® and share it with the world. You can also edit your own background videos to a song.

JUKEBOX MODE: Sometimes you just want to listen to the music. Setup a custom playlist or play one of the default collections.

RECORDS: View a list of your high scores and achievements in **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**

OPTIONS: Customize the **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** settings to your individual tastes.

GAME MODE

At the MODE SELECT Screen, highlight GAME MODE and press Ⓐ or the Ⓓ button to select a play style. Select 4 PANELS or 8 PANELS and confirm the selection with Ⓐ or the Ⓓ button.

4 PANELS: Single-player game that uses one controller.

8 PANELS: Single player game that uses two controllers.

After the style has been selected, select a difficulty level using Up and Down on the Directional pad. Select from BEGINNER, BASIC, DIFFICULT or EXPERT difficulty and confirm the selection with Ⓐ or the Ⓓ button. Up to three additional players can join in by pressing Ⓐ or the Ⓓ button on their controllers.

BEGINNER: The easiest difficulty designed specifically for new players. Follow the on-screen dancer to learn how to step properly.

BASIC: Default difficulty for each song where dance steps follow normal patterns.

DIFFICULT: Intermediate difficulty with more complex dance moves.

EXPERT: Strictly for DDR pros. This is the hardest level of difficulty. Dance steps follow insane patterns that may be difficult to execute on a dance mat controller.

ONI: Strictly for DDR pros. This difficulty class is similar to EXPERT, but the dance steps are very tricky and designed to be an added challenge for the most expert of dancers. Not all songs support this difficulty class.

GAME MODE (GETTING STARTED)

1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.
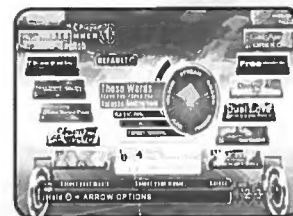
While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm your song selection by pressing the Ⓐ button.

CHANGE DIFFICULTY

Tapping the up/down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the BEGINNER, BASIC, DIFFICULT and EXPERT difficulty settings. The colors associated with these difficulties are blue (BEGINNER) yellow (BASIC), red (DIFFICULT) and green (EXPERT). Some songs have an optional difficulty level called ONI, which appears in purple. Completing the song on this difficulty level is the ultimate DDR challenge!

Within these difficulty classifications, the difficulty meter and groove radar rate the overall complexity of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

DIFFICULTY METER

The difficulty meter is an adaptation of the "foot rating" scale that has been used to express difficulty since the original **DANCE DANCE REVOLUTION®** game in arcades. The longer the meter's bar, the harder the song is (1 bar = easiest, 5 bars = average, 10 bars = hardest). The ratings for BASIC, DIFFICULT and EXPERT are always shown. There are no ratings for BEGINNER.

GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on the following five attributes:

STREAM: Overall density in the dance step patterns.
CHAOS: The degree of irregularity/complexity in the step patterns.
FREEZE: The number of freeze arrows in the step patterns.
AIR: The number of jumps (i.e., player's airtime) in the step patterns.
VOLTAGE: The degree of maximum density in the dance step patterns.

A pentagonal chart graph illustrates the nature of each song at a glance. As a general rule, when the overall area increases, the difficulty of the song increases.

MUSIC SORTING

By pressing the ○ button or by selecting Sort from the song selection, the songs can be sorted according to default arrangement, alphabetical order (ABC), speed of song (BPM), or artist order (ARTIST). Toggle the different sorting classes by repeatedly pressing the Ⓐ or the ○ button or by pressing SORT repeatedly.

ACCESS EDIT DATA

By pressing the up or down button on the Directional pad, you can load customized edit data that was previously saved on your Xbox Hard Drive. Scroll through the difficulties until you see the desired edit. Edit data shows up in Purple. Press the Ⓐ button to select the edit data and it will use the customized steps during the game. For more information on EDIT MODE, see p. 27.

RANDOM SELECTION

RANDOM picks a song from the available songs automatically and unpredictably.

2) ARROW OPTIONS

Arrow Options can be selected for each song by pressing and holding down the Ⓐ button when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a multiple player game, all players can independently set their own Arrow Options at the same time using the same Options Menu. When the desired Arrow Options are selected and finalized, highlight EXIT and press the A button to exit the menu and begin playing the previously selected song.

SPEED: Adjust the scrolling speed of the dance steps by seven different speed levels: x0.5, x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

BOOST: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

APPEARANCE: The appearance of the dance steps during gameplay can be altered as follows:
  VISIBLE: Dance steps are fully visible at all times (normal default setting).
  HIDDEN: Dance steps will vanish unexpectedly.
  SUDDEN: Dance steps will appear unexpectedly.
  PHANTOM: Dance steps appear unexpectedly and then disappear shortly thereafter.
  STEALTH: Dance steps are not displayed on-screen at all.

TURN: The dance step patterns can be rearranged as follows:
  OFF: Dance step patterns are not rearranged (normal default setting).
  MIRROR: This mode rotates the dance step patterns 180 degrees.
  LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.
  RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.
  SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

OTHER: Very fine adjustments to the difficulty can be made as follows:
  OFF: No fine adjustments to the difficulty (normal default setting).
  LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.
  FLAT: All dance steps are displayed in the same color.
  SOLO: Dance steps are displayed in colors based upon beat unit. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.
  DARK: This mode makes you play without a step zone.
  HELP: Special arrows that increase the dance gauge when hit properly.

MODIFY:
  CUT: Reduces the amount of dance gauge lost on a poor or missed step.
  LR-ONLY: Alters the song's steps so that they only use the left and right arrows. Think of it as marching to the beat of the music.
  ALL JUMPS: Changes all of the song's steps into jumps. Try it in WORKOUT MODE and feel the burn!
  ALL FREEZE: Changes all of the song's steps into freeze arrows.
  NO JUMP: Removes all of the jumps from a song's steps.
  NO FREEZE: Removes all of the freeze arrows from a song's steps.

REVERSE: Toggling this option on makes the dance steps scroll from the top of the screen to the bottom. Toggling it off makes the arrows scroll from the bottom of the top normally.

3) BEGIN PLAYING

Dance to the beat and keep choosing songs until you pass out from exhaustion!

PARTY MODE

In this mode you can choose between ATTACK, BOMB, Sync, TRIPLE, QUAD, POINT, SCORE, SPEED, POWER, and RELAY.

ATTACK MODE

In Attack Mode you can compete head to head in a challenge to knock the opponent's Step Zone down to 0. Use individual arrow direction combos to attack your opponent or defend yourself against attack. Get a five-arrow combo of Down Arrows and send your Step Zone down a step. Get five up arrows to recover from an opponents attack and move your step gauge up a level. A Left Arrow five combo will send a virus to your opponent so that his next attack or recover will not work. A Right Arrow five combo will create a firewall to block a virus attacks.

STARTING ATTACK MODE
1) Select Attack Mode.
2) View the rules screen then Press Ⓐ.
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button or the Ⓒ button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Attack competition.

BOMB MODE

In Bomb Mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to avoid the bomb and have it blow up your opponents. You need to get a Five Combo to pass the bomb before its time runs out and it explodes to put you out of the game. If you are holding the bomb at the end of the song you lose.

STARTING BOMB MODE
1) Select Bomb Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button or the Ⓒ button to advance to the next screen.
6) If you have CPU opponents, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the Bomb competition.
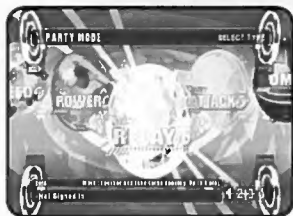
SYNC MODE

In Sync Mode you can compete with 1-3 friends or computer buddies (for a maximum of 2-4 players simultaneously) in a challenge to see if you can all Synch your steps and make it through the entire song without missing a step. One Good step or lower by any player and the game is over. This is very challenging for a group.

STARTING SYNC MODE
1) Select Sync Mode.
2) View the rules screen then press Ⓐ.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ button or Ⓒ button to advance.
6) If you have a CPU buddy, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad
8) Select the song and begin the Sync challenge.

TRIPLE MODE

In Triple Mode, one player can play with 12 Panels by using 3 Dance Pads.

STARTING TRIPLE MODE
1) Select Triple Mode.
2) View the rules screen, then press Ⓐ.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and press Ⓐ or the Ⓒ button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then press Ⓐ or the Ⓒ button on each controller to confirm. You will do this 3 times.

QUAD MODE

In Quad Mode, one player can play with 16 Panels by using 4 Dance Pads.

STARTING QUAD MODE
1) Select Quad Mode.
2) View the rules screen, then press Ⓐ.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and press Ⓐ or the Ⓒ button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then press Ⓐ or the Ⓒ button on each controller to confirm. You will do this 4 times.
6) Begin Quad Mode.

POINT BATTLE

This is a two-player head-to-head contest where each player starts with 16 points. Each step is measured against the other and if one player has a better step (i.e. "Perfect" over "Great," "Good" over Almost", etc.) then their opponent, then a point is taken away from their opponent. The first player to lose their points loses the match. You can Play Single (4 Panels) or Double (8 Panels).

STARTING A POINT BATTLE

1) Select Point Battle Single (4 Panels) or Point Battle Double (8 Panels).
2) If you have an additional friend who wishes to play, they can press the A button to join.
3) Press the Ⓐ button or the Ⓞ button to advance.
4) If you have a CPU opponent, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
5) Select difficulty by pressing up or down on the Directional pad.
6) Select the song and begin the Point Battle competition.

SCORE BATTLE

In Score Single (4 Panels) mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to see who can get the highest total score. In Double (8 Panels) you play head to head against a single opponent.

STARTING A SCORE BATTLE

1) Select Score Battle Single (4 Panels) or Double (8 Panels).
2) Press the direction right or left to scroll between 2 and 4 players in Single Mode. In Double Mode, you always have a single opponent. Press right to add a player or press left to remove a player.
3) If you have additional friends who wish to play, they can press the Ⓐ button to join.
4) Press the Ⓐ button or the Ⓞ button to advance to the next screen.
5) If you have CPU opponents, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Score Battle competition.

SPEED MODE

In Speed Mode, up to four players can race to see who can finish all the steps of a song first. Hitting an incorrect step penalizes you by slowing you down.

STARTING SPEED MODE

1) Select Speed Mode.
2) Each player who wishes to join presses the Ⓐ button.
3) Press the Ⓐ button or the Ⓞ button to advance to the next screen.
4) Select difficulty by pressing up or down on the Directional pad.
5) Select the song and begin the Speed Mode competition.

POWER MODE

In Power Mode, up to four players test their endurance by playing a special extended mix of songs.

STARTING POWER MODE

1) Select Power Mode.
2) Each player who wishes to join presses the Ⓐ button.
3) Press the Ⓐ button or the Ⓞ button to advance to the next screen.
4) Select difficulty by pressing up or down on the Directional pad.
5) Select the song mix and begin the Power Mode competition.

RELAY MODE

In Relay Mode, up to four players take turns dancing different segments of a song.

STARTING RELAY MODE

1) Select Relay Mode.
2) Each player who wishes to join presses the Ⓐ button.
3) If you have CPU opponents, you will have to choose a difficulty level (1 is easiest, 2 is medium and 3 is hardest).
4) Press the Ⓐ button or the Ⓞ button to advance to the next screen.
5) Select difficulty by pressing up or down on the Directional pad.
6) Select the song mix and begin the Relay Mode competition.

QUEST MODE

Prove to the world that you are the **DANCE DANCE REVOLUTION®** champion! Make your way through Dance City, visiting Streets and Clubs. Perform well to impress fans and rival dancers. Perfect your moves and be recognized as the top **DANCE DANCE REVOLUTION®** player in the city. Up to two players can compete in QUEST MODE.

CONTROLS FOR QUEST MODE

Ⓐ button . . . . .Confirm Selection
Ⓑ button . . . . .Cancel Selection / Back
Ⓞ button . . . . .View Continent Map

START YOUR QUEST

1) Select QUEST MODE from the Main Menu and press the Ⓐ button to confirm.
2) If you wish, select the PROFILE option and enter your name for Quest Mode.
3) Select the TOUR option from the menu.
4) Choose your difficulty and press the Ⓐ button to confirm.
5) If a second player wishes to join, that player must press Ⓐ button to confirm.
6) Choose a location to compete in and press the Ⓐ button to confirm.
7) Pick your initial song, difficulty level, and mods, then press the Ⓐ button to confirm.
8) After the first song is finished further songs will be chosen randomly. You play them all at the difficulty level and with the mods used on your first song.
9) Press the Ⓑ button at the song summary screen to quit back to the map screen.

What your objective is depends on what kind of location you're visiting in Dance City. There are three kinds of locations in all, and each has slightly different requirements for advancement.

Streets: Each step increases your fanbase. Meet the fanbase quota and you'll earn money, unlock new items, and gain access to new songs and movie clips to purchase. There are 16 Streets in all, each with five difficulty levels to conquer

Clubs: Go head-to-head with a local rival. Defeat the other dancer by using perfect steps and combos to charge up your groove meter. When the groove meter turns blue and flashes, you've beaten your opponent!

There are 16 Clubs in all.

Executives: After you've visited and danced successful at every Club and Street in the city, you can visit the super-elite Executive Clubs and go head-to-head with the dancers there. You beat them exactly like your rivals at the regular Clubs, but the dancers at Executive Clubs are much are much harder to defeat! There are 16 Executive Clubs in all. Something exciting happens if you can beat them all!

TIP: Completing QUEST MODE will unlock hidden secrets in the game.

TIP: When you dance to a song or movie clip you've unlocked previously in QUEST MODE, your dancer grows excited. In Clubs, your groove meter fills up faster and the opponent has a harder time resisting your moves. At Streets, every successful step earns you more fanbase than normal. Use this to your advantage!

TIP: After you've defeated a rival at a Club or Executive Club, go back and she or he issues you a special challenge. Complete the challenge and your rival offers to become your follower! You can dance with your follower at a Street or Club, where your partner helps you earn fanbase or groove more quickly. More powerful rivals become stronger partners! After one successful performance, your partner leaves, but you can get him or her to return by completing their special challenge again.

WORKOUT MODE

WORKOUT MODE does not feature any gameplay. Instead, this is where you will configure your workout profile and enable calorie tracking throughout the rest of the game. Simply play **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** as normal and the game will automatically track your progress!

WORKOUT PROFILE

The game supports four workout profiles, one per controller port. You can customize the profiles so that **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** keeps track of your progress. It is a great way to exercise while having fun at the same time!

The workout profile has the following settings:

Profile Name: Press Ⓐ to enter your name. Highlight "done" and press Ⓐ once more to confirm.

Weight: Press left or right on the directional pad to enter your weight. It will be displayed in pounds as well as kilograms.

Workout Switch: Turns WORKOUT MODE ON/OFF. When ON your progress will be tracked anytime you play.

Workout Record: Press Ⓐ to display your workout record. This is a complete history of your progress.

Exit: Quit WORKOUT MODE and return to the main screen.

TIP: You can tell if WORKOUT MODE is active by checking the song selection screen. If you see a heart icon next to the player icon WORKOUT MODE is enabled and the game is tracking your progress.

TIP: If you are looking for a good workout, try enabling WORKOUT MODE and then playing QUEST MODE. You will be able to dance non-stop for hours on end!

CHALLENGE MODE

This mode requires you to complete specific challenges while playing pre-selected songs or a part of a song. These challenges cover a wide variety of songs, difficulty settings and scenarios. Usually, you must clear the song normally in addition to meeting all of the challenge requirements.

Challenge Mode is recommended for advanced players, but various difficulty levels allow anyone to enjoy this mode. There are ten difficulty levels (SIMPLE, MODERATE, ORDINARY, SUPERIOR, MARVELOUS, GENUINE, PARAMOUNT, EXORBITANT, CATASTROPHIC, APOCALYPTIC) and each difficulty level contains six challenges. Work your way through each challenge and after you have successfully completed a difficulty class, move up to the next set of challenges in a higher difficulty.

XBOX Live®

If you are a subscriber to the Xbox Live® service, you can use Xbox Live® to go online and play **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**, download new songs, upload/download new step data, rank your best scores against other players across the country and even chat with other **DANCE DANCE REVOLUTION®** fans.

STARTING AN XBOX LIVE® GAME
1) Select Xbox Live® from the Title Screen.
2) Select a live account and logon to Xbox Live®. If you do not have an account you can create a new one. Please refer to your Xbox Live® manual for further instructions.
3) Enter your pass code and logon.
4) Follow the on-screen instructions.

XBOX LIVE® MENU BAR

Once you are successfully logged on to the Xbox Live® service, the Menu Bar will appear on the left hand side of the screen. You can use the Menu Bar to quickly and easily navigate through the different online options.

CONTROLS FOR QUEST MODE

Ⓐ button . . . . Confirm Selection
Ⓑ button . . . . Cancel Selection / Back
Ⓒ button . . . . Toggle Window
Ⓞ button . . . . Move to Next Tab

MATCH BROWSER

The Match Browser is where you can join a multiplayer game or create your own. Use the Ⓞ button to cycle between Quick Match, OptiMatch and Create Match options. You can also toggle to the right window with the Ⓒ button and cycle between Online Players, Friends and Recent Players.

Quick Match: This is the fastest way to get started. Select Quick Match and it will randomly select a game for you from the available online games.

OptiMatch: Search for an open game with specific settings. Press left or right on the Directional pad to open the OptiMatch filter. You can choose from the following options:
　Game Mode: Single, Double or Any
　Game Type: Score, Attack, Bomb, Point or Any
　Difficulty: Step Difficulty Level. Choose from BASIC, DIFFICULT, EXPERT or ANY.
　Song: Select any currently available song that you have unlocked or downloaded.

Create Match: Create a custom game. You can create a private game for friends or a public game to take on all challengers. You can choose from the following options:
　Game Mode: Single or Double
　Game Type: Score, Attack, Bomb or Point
　Difficulty: Step Difficulty Level. Choose from BASIC, DIFFICULT OR EXPERT.
　Song: Select any currently available song that you have unlocked or downloaded.
　Public Slots: The number of slots available for all players to join.
　Private Slots: The number of slots reserved for your friends.
　Create Match: Creates the match.

Online Players: View all players currently playing **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** on Xbox Live®.

Friends: View your Xbox Live® Friends List.

Recent Players: View the GamerTags of players that you have recently competed against.

MESSAGES

DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4) includes a built-in messaging system that makes it easy to keep in touch with fellow players with e-mail and voicemail. You can even send custom edit data to other players! Be sure to check your messages on a regular basis. You never know what will be waiting for you.

Browse Messages: View messages that others have sent you.

Create Message: Write a message and view messages that others have sent you.

Reply to Message: Reply to a message in your inbox.

Forward Message: Forward a message to another player.

Delete Message: Delete an unwanted message.

Send/Receive: Check for new messages and send messages that you have written.

Block User: Prevent a particular user from sending you messages.

CHAT ROOM

If you're waiting for friends, or just want to relax with other players, the Chat Room is the place to do it. You can join an existing room or create your own. Chat Rooms can support up to 16 users at a time and you can make them public or private.

Chat Room Name: Give your room a custom name.

Song: Choose a song to play as background music while in the chat room.

Public Slots: The number of slots available for all players to join.

Private Slots: The number of slots reserved for your friends.

　Create Chat Room: Create the Chat Room and automatically enter.

PREFERENCES

Customize your online experience to your personal tastes.

COMMUNICATION PREFERENCES

Friends List: View your Xbox Live® Friends List.

Recent Players: View the GamerTags of players that you have recently competed against.

Voice Output: Toggle voice ON, OFF or THRU TV.

Voice Mask: Disguise your voice.

Block Publisher Messages: Prevents all messages from Konami.

Block User Messages: Blocks all messages from other users.

PLAYER PREFERENCES

Change Account: Sign-in to Xbox Live® with a different account.

Player Status: Choose whether you appear ONLINE or OFFLINE to other players.

Player List Refresh Rate: Sets how fast your system refreshes the server list. Choose from 1 minute, 5 minutes, 15 minutes, 30 minutes, or 60 minutes.

Player Type: Let other players know your skill level. Choose from BEGINNER, INTERMEDIATE, EXPERT or PHREAK.

Post Solo Play Records: Allows the system to upload the high scores you achieve in single player mode.

MATCH PREFERENCES

Default Match Name: Choose a name to use every time you create a new Match.

Default Chat Room Name: Choose a name to use every time you create a new Chat Room.

Default Song: Choose a song to use every time you create a new match.

Using Dance Mat: Specify if you are playing with a Dance Mat or a controller. When enabled this setting will disable the Ⓐ, Ⓑ, Ⓧ, and Ⓨ buttons and only accept input from the Directional pad.

Dance Mat Proof: Prevents players who are using the controller from joining games that are Dance Mat enabled.

RANKINGS

See how you rate against other players! You can view the Top 100 players, see where you rank overall or check out the rankings of your friends. This is also where you can download edit data created by other users or share your own custom creations.

Score Battle Rankings: Check out the top scores for Score Battle..

Point Battle Rankings: Check out the top scores for Point Battle.

Attack Mode Rankings: Check out the top scores for Attack Mode.

Bomb Mode Rankings: Check out the top scores for Bomb Mode.

CREDITS GAME Rankings: Check out the top scores for the CREDITS GAME.

Overall Rankings: See who the best Overall player is worldwide!

Download Edit Data: Download custom edit data that has been created by other players.

Share Edit Data: Share custom edit data that you have created.

DOWNLOAD CONTENT

Use Xbox Live® to purchase new songs for **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**. To purchase a Song Pack simply highlight it and press the Ⓐ button. A confirmation screen will pop up informing you of the cost and asking if you really want to purchase. Press the Ⓑ button to confirm the purchase. Your account **WILL BE CHARGED** and the download will begin. New content may be added periodically, so always check this area to see if there is anything new to download.

Once the Song Pack has been downloaded you will be able to use it in both the single player and multilayer portions of the game. If you have any Song Packs on your Xbox® Hard Drive from prior versions of **DANCE DANCE REVOLUTION ULTRAMIX** you will be able to use them with **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**.

EXIT

Quit Xbox Live® and return to the Main Menu. This will sign you out of Xbox Live®.

TRAINING MODE

The Training Mode is designed to help you practice difficult songs featured in **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion that is giving you trouble.

TRAINING MENU SETTINGS:

SONG: Select the song you wish to practice by pressing left or right on the Directional pad. The song that is currently displayed on the screen will be the song you will practice.

STYLE: Select from SINGLE or DOUBLE.

DIFFICULTY: Select BEGINNER, BASIC, DIFFICULT, or EXPERT difficulty. It will also cycle through any available Edit Data for the chosen song.

HANDCLAP: This setting helps you learn the timing needed to hit the arrows correctly by using handclaps.

METRONOME: This setting helps you learn the rhythm needed to hit the arrows correctly by using a Metronome.

TIMING: Instead of Boo, Good, Great and Perfect, this setting tells you the timing of your step with Early, Late, Just (Perfect) and Miss.

FOOT GUIDE: Suggests which foot you should be using to step on a given arrow. You can toggle this on or off.

MUSIC SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

PLAY AREA: Choose WHOLE to play the entire song or CUSTOM to play a portion of the song.

START: When practicing a portion of a song, use this setting to choose the starting point.

END: When practicing a portion of a song, use this setting to choose the ending point.

EDIT MODE

EDIT MODE enables you to create a custom-designed dance routine and/or video sequence for any song featured in **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**. Dance routines and video sequences can be saved to a memory unit or the Xbox® hard drive for future playback or editing. Additionally, the dance routines and/or video sequences can be used in Game Mode and Training Mode. Edit data can also be uploaded and downloaded via Xbox Live®.

To edit step data for a song, select the EDIT STEPS option. To edit visual data for a song, select EDIT VISUAL.

NOTE: It is recommended that you use a regular Xbox® controller when creating edit data in EDIT MODE.

DATA MANAGER (GETTING STARTED)

In order to use EDIT MODE and create edit data files, you must use Data Manager. The Data Manager is a convenient organizational/management system of all edit data files stored on the Xbox® Hard Drive. The Data Manager is created on the Xbox® Hard Drive the first time the game is started. You can save up to 150 step edits and 150 visual edits on the Xbox® Hard Drive. You cannot combine step edits and visual edits within a single edit data file.
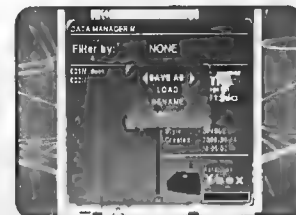
STEP EDIT CONTROLS

Left Trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit. Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

Right Trigger: Places area mark. Placing two marks in different sections determines the editable area.

● **button:** Displays the Area Menu.

⬆/⬇ **directional button:** Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

⬅/➡ **directional button:** Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

◯ **button:** Access Sequence Menu.

◉ **button:** Begin recording. Press to stop the recording session.

Ⓑ **button:** Places Right arrows / Deletes Right arrows that already exist / Cancels command selection.

Ⓧ **button:** Places Left arrows / Deletes Left arrows that already exist.

Y button: Places Up arrows / Deletes Up arrows that already exist

A button: Places Down arrows / Deletes Down arrows that already exist / Confirms command selection.

Left thumbstick: Increases scroll speed in the sequence.

Right thumbstick: Changes width of the sequence.

STEP EDIT MENU
New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive.

Options: Set input type and BGM options. The following settings can be changed in the Options Menu
> **INPUT TYPE:** You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).
> **BGM:** Turns background music ON/OFF during editing.

Record Options: Set various recording options. The following settings can be changed in the Recording Option Menu:
> **PLAY TYPE:** Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.
> **REPEAT:** Set loop play ON/OFF.
> **SPEED:** Select the desired playback speed from 1-5 (1 slowest/5 regular).
> **METRONOME:** Turn the metronome assist function ON or OFF.
> **HAND CLAP:** Turn the hand clap assist function ON or OFF.
> **INPUT SFX:** Turn the sound effect for entering/erasing an arrow during Over Input or Save Input ON/OFF.

Sequence Options: Set zoom level, arrow type, and other editing options. See pg. 29 for a complete description.

Area Options: Set options related to editing only a particular segment of a song.

Guide: View a tutorial that explains how to use the step edit mode. This is very useful.

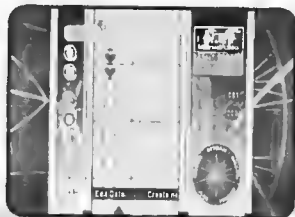**Exit:** End EDIT MODE and return to the Main Menu.

AREA OPTIONS (BLACK BUTTON):
SET AREA:
> **START:** Marks the beginning of the editable area.
> **END:** Marks the end of the editable area

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:
> **MIRROR:** All arrows (Up/Down/Left/Right) will be reversed.
> **UP/DOWN:** Only Up/Down arrows will be reversed.
> **LEFT/RIGHT:** Only Left/Right arrows will be reversed.

QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the Quantize menu.

NOTE: Most commands cannot be used until two area marks have been set.

SEQUENCE OPTIONS (WHITE BUTTON):
PLAYSTYLE: Two different types can be set while editing (SINGLE and DOUBLE).

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

TRIPLE: Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

FREEZE ARROW: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (A, B, X, Y) while pressing the up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (A, B, X, Y) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (A, B, X, Y).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (A, B, X, Y) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (A, B, X, Y) and press the up/down directional button to adjust the desired length of the freeze arrow.

ARROW TYPE: Change the type of arrow displayed.

CURSOR LEVEL: Change the cursor level between 4th, 8th and 16th notes.
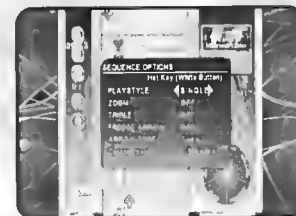
VISUAL EDIT CONTROLS

Left Trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit.

Right Trigger: Places area mark. Placing two marks in different sections determines the editable area. Note that you can also determine what types of edits are allowed in an area by setting area markets in different columns.

● **button:** Displays the Area Menu.

⬆/⬇ **directional button:** Scroll sequence data / Change items in the Select Menu

⬅/➡ **directional button:** Switch between the Movie Clips, Transition, Camera, Dancer Effects, and Light columns / Switch menus / Changes the menu select content / Select movie clips for placement during editing / Select transition type during editing / Select camera movement during editing / Select dancer effects during editing / Select lighting type during editing

◐ **button:** Access Sequence Menu.

▶ **button:** Preview visual edit. Press and hold to stop the preview session.

Ⓐ **button:** Confirms command selection.

Left thumbstick: Increases scroll speed in the sequence.

Right thumbstick: Changes width of the sequence.

VISUAL EDIT MENU

New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive.

Options: Set BGM options and view movie clips. The following settings can be changed in the Options Menu

    BGM: Turns background music ON/OFF during editing.
    MOVIE SELECT: View all the movie clips available for use during edit mode.

Record Options: Set various recording options. The following settings can be changed in the Recording Option Menu:

    PLAY TYPE: Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.
    METRONOME: Turn the metronome assist function ON or OFF.
    HAND CLAP: Turn the hand clap assist function ON or OFF. If ON, you may configure hand claps for the song's difficulty level and play style.

Sequence Options (white button): Set zoom and cursor level.
    ZOOM: Set to x2, x4, or turn off.
    CURSOR LEVEL: Set to 4th, 8th, or 16th beats.

Area Options: Set options related to editing only a particular segment of a song.

Guide: View a tutorial that explains how to use the visual edit mode. This is very useful.

Exit: End EDIT MODE and return to the Main Menu.

AREA OPTIONS (BLACK BUTTON):

SET AREA:
    START: Marks the beginning of the editable area.
    END: Marks the end of the editable area

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

GETTING STARTED (EDIT MODE)

1) After starting the game for the first time, the Data Manager is created on the Xbox® Hard Drive.
2) Select NEW.
3) Select a song.
4) In Step Edit mode, select a play style (Single or Double).
5) Decide if Konami sample data will be used. In step edit mode, you may import the song's default BASIC, DIFFICULT or EXPERT step patterns. In visual edit mode, you may import the song's default video data.
6) Create your step or visual edit.
7) Save the edit data by selecting Save from the Edit Menu.
8) Choose an empty slot in the Data Manager to save the data.
9) Create a name for the edit data file.
10) Saved edit data can be re-edited after loading the data (Select Load from the pop up menu).
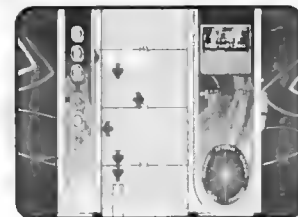
USING STEP EDIT DATA IN DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)

GAME MODE
At the song selection screen press up or down on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

TRAINING MODE
On the Training Mode screen, highlight difficulty and press left or right on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

USING VISUAL EDIT DATA IN DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)
If you wish to use your visual edits for a song in Game Mode and Training Mode, you must select the visual edit data file from the VISUAL EDIT Data Manager, and then select "USE V-EDIT DATA". Your edited video then appears whenever you play the song in Game Mode and Training Mode. You may restore all Game Mode and Training Mode song videos in to their default state by selecting "Default All" from the Data Manager menu. For fun, you can randomize all song videos in Game Mode and Training Mode by selecting "Random All".

JUKEBOX MODE

JUKEBOX MODE allows you to listen to all of the music in the game without having to play. You can choose from one of the preset song lists, or create a custom song list with your favorite tracks. JUKEBOX MODE allows you to save two custom song lists. Make one now and let **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** serve as the DJ for your next party!

The following options are available in JUKEBOX MODE:
PLAY LIST: Play any of the song lists.
CREATE1: Create custom song list number 1.
CREATE2: Create custom song list number 2.

CONTROLS FOR JUKEBOX MODE
Ⓐ button . . . . Confirm Selection / Add Song / Delete Song
Ⓑ button . . . . Cancel Selection / Back
Ⓞ button . . . . Change Sort

CREATING A CUSTOM SONG LIST
1) Highlight CREATE1 or CREATE2 and press the Ⓐ button.
2) Scroll through the list of songs and find one you want to add.
3) Press the Ⓐ button to add it to the song list.
4) To remove a song from the list highlight it again and press the Ⓐ button.
5) Once you are happy with your song list press the Ⓑ button to return to the previous menu.

NOTE: You cannot have a song repeat. Each song can only be used one time in a song list.

RECORDS

RECORDS allows you to examine your achievements in PARTY MODE and GAME MODE. Use the right and left trigger buttons to scroll through the eight categories tracked by Records: Single (Game Mode), Double (Game Mode), Triple (Party Mode), QUAD (Party Mode), ALL FREEZE (Game Mode; tracks songs completed with the "All freeze" mod on), ALL JUMP (Game Mode; tracks songs completed with the "All jump" mod on), SPEED (Party Mode), and POWER (Party Mode). The achievements for all songs are tracked by separately by difficulty level, ranging from BEGINNER scores in the leftmost column to ONI scores in the rightmost. Only scores from single-player games are tracked.

RECORDS CONTROLS

Left Trigger: Change records category being viewed.

Right Trigger: Change records category being viewed.

⬆/⬇ **directional button:** Scroll through record data for available songs.

⬅/➡ **directional button:** Scroll through individual records for each difficulty level of a song.

Ⓑ **button:** Cancel.

Ⓐ **button:** Confirms selection.

OPTIONS

The OPTIONS screen contains a variety of settings that you can configure to suit your personal tastes. Press the left and right directional buttons to cycle through the desired options and press Ⓐ or the Ⓞ button to enter. After you have adjusted your settings, highlight Exit and press the Ⓑ button to return to the previous menu. Refer to the on-screen instructions for further information.

The following options are available on the OPTIONS screen:

SOUND: Adjust sound settings.
CONTROLS: Vibration settings, Double Play controller settings, and Dance Dance Revolution® Controller settings.
GRAPHICS: Adjust graphic settings.
GAME: Adjust game settings.
DANCER: Adjust dancer settings for each player.
CREDITS: View the product staff credits for **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**.

DANCING TIPS AND BEGINNER'S GUIDE

Follow these special tips to become a pro player.

In most game modes, you are not penalized for hitting incorrect dance steps. You are only penalized for missing the correct dance steps. Many players find it easier to keep time by always dancing to the beat, even if there is a break in the arrows. It is also a good idea to get in position on the DDR Controller before starting a complex dance pattern in order to start things off on the right foot.

Avoid returning to the center while playing. Learn to move around the entire DDR Controller and utilize both feet when possible. The only time you want to return to the center is in Party Mode's Speed Battle, where you are penalized for hitting incorrect steps.

To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.

Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but you will be mastering Challenge courses in no time!

There are hidden songs, modes and other items that can be unlocked by playing the game. Keep playing **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)** to open up new songs!

You can get a sneak peek at new songs in CHALLENGE MODE. Certain songs will appear in this mode before they are unlocked.

If you haven't played DANCE DANCE REVOLUTION before, then be sure to complete the How To Play tutorial, Lesson Mode, and Basic Mode before moving into the Master Mode portion of the game. Don't forget the Beginner difficulty and Training Mode. These are key to learning how to play and mastering difficult songs.

Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, to alter song difficulty accordingly. You can also turn off jumps or freeze arrows if those aspects of a song's steps are giving you trouble.

If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**. Over time you can learn how to pass the original version of the song.

You can learn valuable dance tips and advice by networking with other DANCE DANCE REVOLUTION players. Playing any arcade edition of DANCE DANCE REVOLUTION will improve your skills in **DANCE DANCE REVOLUTION ULTRAMIX 4 (DDR ULTRAMIX 4)**.

In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

Music Credits

Arms (Alpha Omega Mix)
Performed by Midihead
written by Michael Babbitt
© 2006 ℗ Midihead Music, BMI

Because I Got It Like That (Freestylers Indett Mix)
Artist: The Jungle Brothers
Writers: Nathaniel Hall, Michael Small
Publishers: Tonk Music, Inc., Prodisc Music Company, We Blows Up Music
℗ and ©: 1988 Warlock Records

Big Up (Binghi Ghost Remix)
Drew Campbell, Cody Schrey, S.Merer-Hursh

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Music by Danny Elfman
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Diverse City
Written by Toby McKeehan/Chris Stevens
© 2004 Achtober Songs/Regisfunk Music/Gotee Music. (BMI).
Administered by EMI CMG Publishing.
Performed by tobyMac
Courtesy of ForeFront Records
Under license from EMI Film & Television Music

Don't Cha (Ralphi's Hot Freak Mix)
Notting Hill Music Inc. (BMI)
Performed by Pussycat Dolls
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Dual Love
Written by Gavin Harris & Dan Jones.
Published by Paul Rodriguez Music Ltd. (UK)
Copyright Infinity Recordings.

Electric Air
Electric Air by AMIT

Music Credits

Forever Young (Everlasting Mix)
Composed by: MARIAN GOLD, BERNHARD LLOYD & FRANK MERTENS
Published by: BUDDE MUSIC, INC./ASCAP
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Artist: Ella
Producer: Ian D'Souza
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Free (Liberation Mix)
Performed by BLUE OCTOBER UK (www.blueoctober.co.uk)
Written by Glen Wisbey / Ross Carter
Original version is from the album "ONE DAY SILVER, ONE DAY GOLD"
Released by A Different Drum (www.adifferentdrum.com)

Get Away
GRIDLOK "GET AWAY" Courtesy Of Project Fifty-One Recordings

GET UP (BEFORE THE NIGHT IS OVER)
Written by JAMES BROWN, BOBBY BYRD, RONALD LENHOFF, MANUELLA KAMOSI, JO BOGAERT)
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Performed by Technotronic
Courtesy of Capitol Records and ARS Productions Belgium
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GO! (Mahalo Mix)
Bill Shillito (DM Ashura)

Grandolin
ZeroFuser

I Can Feel It
Written By: Geoff Pinckney
Published By: Black Toast Music (BMI)
Performed By: Alien Six

IT'S RAINING MEN (ALMIGHTY MIX)
Written by Paul Jabara, Paul Schaffer
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Performed by Geri Halliwell
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Music Credits

Levitation Nation
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Listen To Your Heart (Furious F. EZ Radio Edit)
"Listen To Your Heart" by D.H.T. featuring Edmée
℗ 2004 Impart Productions Bvba
Courtesy of Robbins Entertainment LLC
Writers: M.P. Persson, P. Gessle
Publishers: EMI Blackwood Music, Inc. o/b/o Jimmy Fun Music (BMI)

Masters of the Universe
Written by Ben Watkins (Mute Song) Johann Bley (copy-write control) Mabi Thobajane Melt 2000 Publishing. All license master rights for this track are controlled by Juno Reactor.

More Serotonin
Performed by NEUROACTIVE (www.adifferentdrum.com/neuroactive)
Written by Jarkko Tuohimaa from the album "N-GIN"
Released by A Different Drum (www.adifferentdrum.com)

Music Revolution
Artist: The Scumfrog
Produced by: The Scumfrog for www.thescumfrog.com
Written by Jesse Houk
Published by: F Word Music ASCAP
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My Side Of The City
Performed by Beulah
Written by Miles Kurosky
Death Valley Son Music (BMI)
From the Record "Yoko" on Velocette Records
www.beulahmania.com
www.velocetterecords.com

Nervous Excited Delighted
Artist: ZONK
Title: "Nervous, Excited, Delighted"
Label: Harmony Machine
Website: www.h-machine.com

Music Credits

No Good (Start The Dance)
Written by JAMES EDWARD BRATTON, LIAM HOWLETT, KELLY CHARLES
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℗ 1994 XL Recordings Limited
Written by Liam Howlett
Published by EMI Virgin Music Ltd
ISRC No: GB-BKS-94-00117
Taken from the album "Music For The Jilted Generation" XLCD114
Licensed courtesy of XL Recordings Ltd
www.xlrecordings.com

No Parking On The Dance Floor
Written by WILLIAM B. SIMMONS, VINCENT L. CALLOWAY and BOBBY LOVELACE
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Courtesy of Sanctuary Records Group (for Mexico)
℗ 1983 Unidisc Music Inc.
Courtesy of Unidisc Music Inc.(for Canada)
Performed by Midnight Star
Courtesy of Capitol Records
Under license from EMI Film & Television Music

Oblivion(Nevarakka Mix)
"Oblivion (Nevarakka Mix)"
Performed by REAL LIFE (www.reallifemusic.net)
Written by D. Sterry and G. Pappas
Original version is from the album "IMPERFECTION"
Released in the USA by A Different Drum (www.adifferentdrum.com)
Remix by NEVARAKKA (www.nevarakka.se)

The Problem
© 2005 Loöq Records, Published by Beathaven (ASCAP)

Race Against Time
Jeffrey S. Steinman

Rock This Town
Written by Brian Setzer
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Performed by Stray Cats
Courtesy of Capitol Records
Under license from EMI Film & Television Music

Music Credits

Saturday (Morjac Radio Mix)
Writers: M. Lambertsen, J. Johansen, S. Nelson, K.W. Williams, J. Killington
Publishers: Rocks (ASCAP) o/b/o Montana Entertainment / Rocks (ASCAP)
℗ 2005 Montana Entertainment
Courtesy of Robbins Entertainment LLC

Skulk (Konami Mix)
Pål-Magnus Rybom (Echo Image)

The Drain
By Monolithic
© 2005 Midihead, BMI
Published by Midihead Music, BMI

There's A Rhythm
DIG BEAR "There's A Rhythm" (lotze-kelly)
www.digbear.com

These Words (I Love You, I Love You)
Words and Music by Stephen Kipner, Andrew Frampton, Natasha Bedingfield and Wayne Wilkins
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Performed By Natasha Bedingfield
Courtesy Of Epic Records and Sony BMG Music Entertainment Limited (UK)
By Arrangement With Sony BMG Music Entertainment

Thrill Chaser
DIRTYHERTZ

WAKA LAKA (E=MC2 Mix)
JENNY ROM VS ZIPPERS "Waka Laka"
Songwriters: Arduini-Puntillo-Farina
Publishers: The Saifam Group
Produced by: Arduini-Puntillo-Farina
©-℗ The Saifam Group

Yours To Command
Performed by RUPESH CARTEL (www.rupeshcartel.com)
Written by Viktor Ginner / Daniel Gustafsson from the album "MAINLAND"
Released by A Different Drum (www.adifferentdrum.com)

Notes

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